SNS-6Y-USA

The Ren & Stimpy Show

NICKELODEON

FIRE DOGS

Instruction Manual

T·HQ INC.

SUPER NINTENDO ENTERTAINMENT SYSTEM

For maximum enjoyment, please read this instruction manual thoroughly before playing.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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CONTENTS

Fire Dogs 2

Getting Started 4
Controls 5
Status Display 6

The Firehouse 8
On The Job 10

Hints & Tips..... 12
Limited Warranty 13

FIRE DOGS

Hey, kids, Stimpy and I have come up with our best scam yet!

The Fire Chief is looking for dalmatians to be fire dogs – and with a little touch of Dalmatian Paint, *Voilá!* It is we who are your fire dogs!

But Ren, I'm a cat.

Shut up, you fool! Stimpy, listen – we've got a job to do – so let's get started.

Inside **The Firehouse**, the Chief wants you to pick up all of the equipment for the fire engine: the hose, the beaver, the stinky socks... just make sure you put out the fires and don't let your Dalmatian Paint wash off. Me, I'll just rest up for the REAL job.

Then, **On The Job**, we'll race to the scene of a fire and catch all of those airborne appliances that are being thrown from buildings. Stimpy, my brainless buddy, you realize that if we save all of this private property, we'll be heroes! We could even be awarded the firehouse's highest honor – the Sacred Golden Fire Hydrant Helmets!

Oh, joy!

Getting Started

Turn off the power to your Super NES, plug in the Fire Dogs Game Pak and controller one, then turn on the power and you're ready to be a hero!

On the title screen, you can select **PLAY** to start a new game, or **PASSWORD** to continue a game at a higher level. Each time you complete a game, you'll be shown Dress-Up Log™ with a different outfit on – write down what Log is wearing, and the next time you play, you'll be able to start at the level where you left off rather than at the beginning of the game.

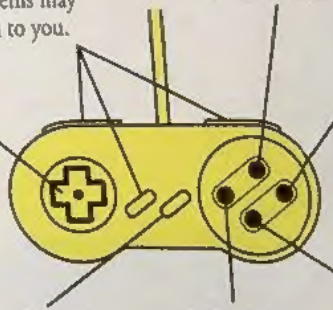
Controls

L & R or Select Buttons: Cycle through the items you are carrying – selected items may be useful to you.

X Button: Pick up item; place item on fire truck; activate switches.

A Button: Shoot fire extinguisher or use beaver (if you have one). In "On The Job" level, press to use special item.

Control Pad: Move character left and right; slide up and down the fire poles.



Start Button: Start game; pause.

Y Button: Hold to run.

B Button: Jump.

Status Display

In The Firehouse, there are two indicators in the upper left corner of the screen: the left indicator shows whether my pal Stimpy is covered with Dalmatian Paint. If he passes under a fire sprinkler, some of the paint will wash off, and the Chief will know Stimpy's a phony. The right indicator shows whether Stimpy has a fire extinguisher and how much water is left in it. Use the fire extinguisher to put out fires or stun the Chief temporarily. Below these two indicators is the amount of money you and Stimpy have earned. In the upper center of the screen is the amount of time remaining for Stimpy to find all of the items. In the upper right corner is the number of lives Stimpy has left and Stimpy's health bar.

On The Job, you'll see the number of lives and the time remaining again. You'll also see the Falling Objects Radar in the center of the screen, which shows which window objects are being thrown from.

Other indicators will also appear as needed: at the upper right – a round completion meter; on the left – money, health bar, and bonus item you're carrying.

FAUX ADVERTISEMENT

Looking for a job? Give fire prevention a try!
Be a dalmatian today – or just look like one.

A quick coat of **Dalmatian Paint**, and you'll be absolutely indistinguishable from your average spotted dog. Don't miss out on employment opportunities – get yours today!

Non-toxic. Washes off with water. Will not stain lederhosen if used properly.

The FIREHOUSE

Oh, hi kids. The Fire Chief has given us a very important job, and Ren is letting me do it all by myself: I have to collect the equipment to get ready for the big job. Let's see – fire hose, rescue net, boots, stinky socks, fire helmet, bucket, jacket, beaver...

I've got to make sure I get everything, yessiree. I only have a limited time to find all these things.

Oh, but there's a problem – stray fires have turned on the fire sprinklers. If my dalmatian paint washes off and the Chief finds out I'm a cat – *EEE!*

Bags of Gritty Kitty™ will add to my health bar, and I can pick up fire extinguishers to put out fires and slow the Chief down.

As I collect each of the eight objects, it will appear in the selection window at the bottom of the screen. These items might help me; for instance, the boots will keep me from slipping on puddles of water and the beaver can chew through certain walls.

If I can find all of the equipment and put it in its correct place on the fire truck, the Chief will give me bonus time to find my bestest pal, Ren. I have to pick him up and bring him back to the Chief. I may even have a chance to pick up Gritty Kitty for extra lives on the way down! Oh, joy!

On The Job

All right, man – hang on – we're off to a real life-threatening emergency here! Apartments are on fire and people are throwing their material possessions to safety. Stimpy and I, we have to keep this stuff from being smashed to bits by catching it.

The objects fall in groups as each person tosses their belongings. If we miss one item in a group, we'll have to start the set again.

If Stimpy and I can complete a set, we'll have a chance to catch bonus coins. Now that's where we'll make the real bucks!

If we save all of the objects from all of the apartments, we can earn lives by catching Gritty Kitty and bringing it to the litter box. In higher levels, we'll have to avoid being flattened by falling objects like giant Logs and walruses, and we'll have to jump over fallen bowling balls to keep our feet on the ground.

Man, this fearless hero stuff is hard work!

Other power-ups will fall from time to time: **Sugar Frosted Milk** will make you move faster. The **Parachute** will slow down falling objects. The **Net** will make all falling appliances come to you. The **Beanie** will allow you to automatically catch everything.

Hints & Tips

- Don't waste any time in **The Firehouse**; keep running and use fire poles rather than stairs if you can.
- It may be quicker to collect all of the equipment in one trip rather than making several trips.
- If you lose a life, any items you have collected that haven't been placed on the fire truck will be returned to their original positions. Keep track of where you find things.
- The beaver has mighty teeth, but it can only chew through walls with cracks in them.
- The Fire Chief won't bother you as long as you have enough Dalmatian Paint on you.
- What do those darn switches do? Try them and find out for yourself.
- Smoke gets in your eyes, but sprinklers will wash it away.

- **On The Job**, you'll have to watch your Falling Objects Radar closely to see which window of which building things are being thrown from.
- Move quickly and save every item, and don't let time run out or Mr. Horse will fall on you.
- When bouncing Gritty Kitty, keep as many bags in the air at one time as possible.

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2. Notify the T•HQ SOFTWARE, INC. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.

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T•HQ SOFTWARE, INC. Consumer Service Department,
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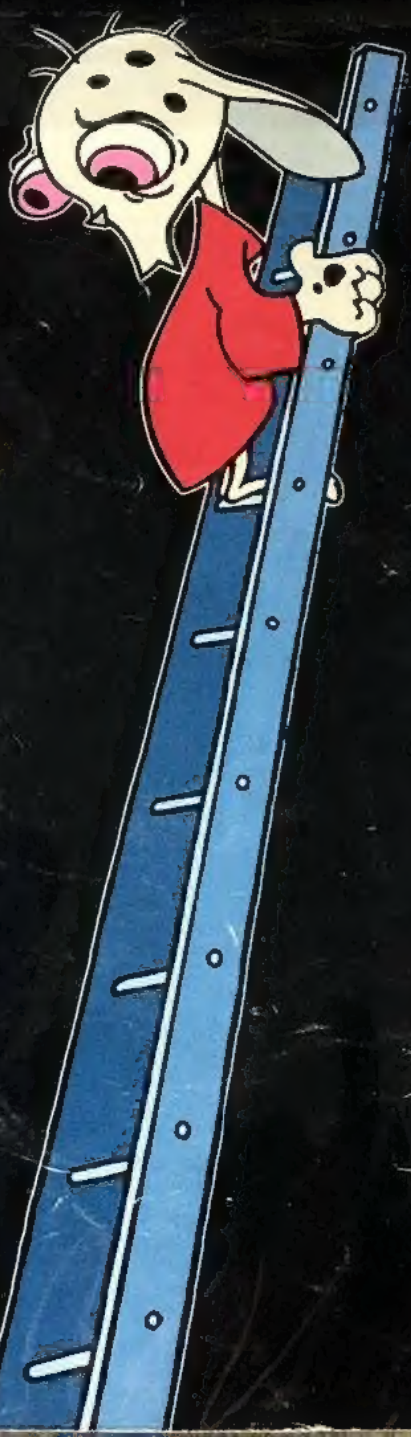
Okay, Stimpy, the fire's out.
Go ahead and get me down.
Stimpy?

STIMPY!!
You sick leetle monkey!
You get me down now!

Stimpy?

Old buddy?

STIIIMPYYYY!



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